Model No. 6046

Guide No. 57878B

TELSTAR RANGER™

WITH REMOTE CONTROL

INSTALLATION INSTRUCTIONS AND GAME RULES

6 VIDEO GAMES • Tennis, Hockey, Handball, Jai Alai and 2 Moving Target Games–Target and Skeet • Automatic Digital Display Scoring 0-15 • 3 Position Speed and Paddle Size • Realistic Audio Sounds–Hit, Score and Rebound • Plays on any TV • Battery Operated (6 "C" BATTERIES-NOT INCLUDED)

FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:

Do not simultaneously hook up more than one TV set to a TELSTAR game. Do not use any more flat twin-lead from switch box to TV set than is supplied with the switch box. Do not connect TELSTAR cable directly to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using TELSTAR. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

1 INSERT BATTERIES

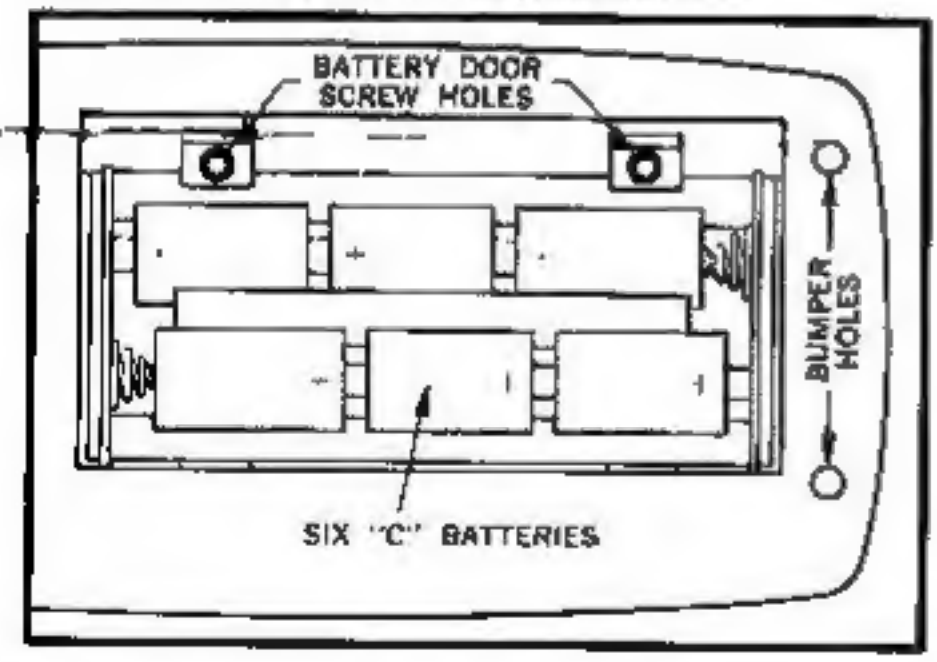
6 "C" BATTERIES REQUIRED

To install batteries, remove battery door and insert 6 "C" batteries in position as shown. Replace battery door and fasten with 2 screws found in small plastic bag.

For extended operation, use only the exclusive **TELSTAR 9 volt AC adapter Model #6041**, which can be purchased from your TELSTAR dealer.

CAUTION: Avoid leaving batteries in the TELSTAR unit if not used for an extended period of time. If your Telstar does not work, replace batteries as your first procedure.

CAUTION: Use of any 9 volt adapter other than the TELSTAR Model #6041 can permanently damage your game, AND MAY BE A VIOLATION OF FCC REGULATIONS.



2 ATTACH RUBBER BUMPERS

Remove 4 rubber bumpers from plastic bag and press into corner holes of bottom housing.

3 ATTACH TO TV SET

A switch box is provided as a convenience to allow you to select, by the flick of a switch, either the TELSTAR games or regular TV viewing. Once installed it need not be removed. Connect the box as follows:

Disconnect the flat twin-lead VHF antenna leads from your TV set. Connect the flat twin-lead from the switch box to the back of the TV set terminals marked "VHF".

Connect the flat twin-lead (300 OHM) TV antenna leads which you have just disconnected (from the outdoor antenna, cable TV, or rabbit ears) to the switch box marked **"Antenna"**.

NOTE: If you have cable TV; a **"75 OHM to 300 OHM Balun" matching transformer** may be required (it's readily available from any television service department) to permit proper connection to the switch box. Connect this balun to the switch box.

Plug cable from TELSTAR unit into switch box.

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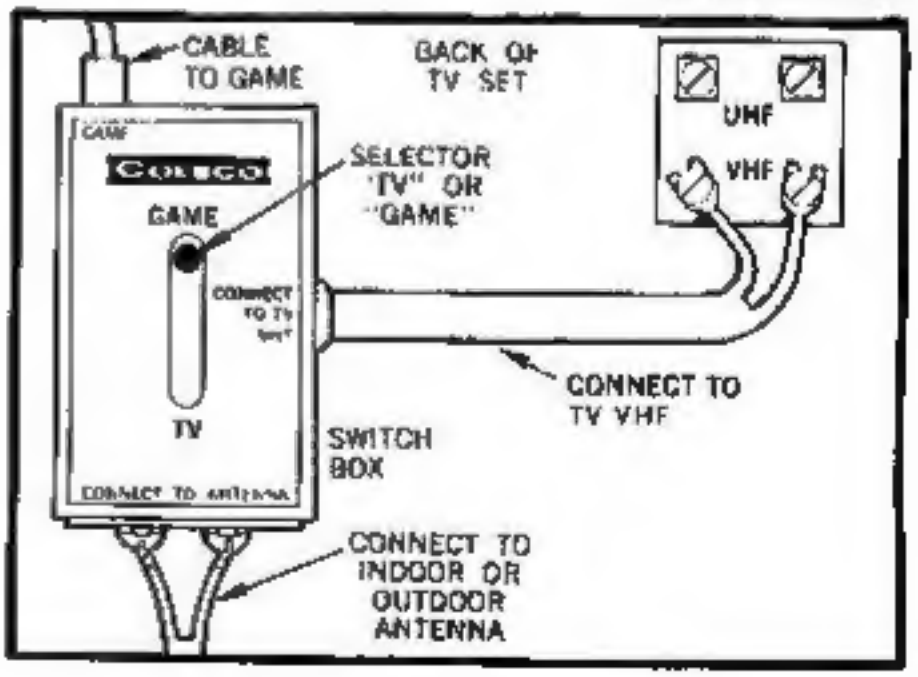

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3 ATTACH TO TV SET (CONTINUED)

Move the select switch to "Game". (Remember that after playing with your Telstar games, move the switch back to "TV" for regular TV viewing.)

CAUTION: For best transmission of the games, be sure switch is moved all the way over to "Game" position.

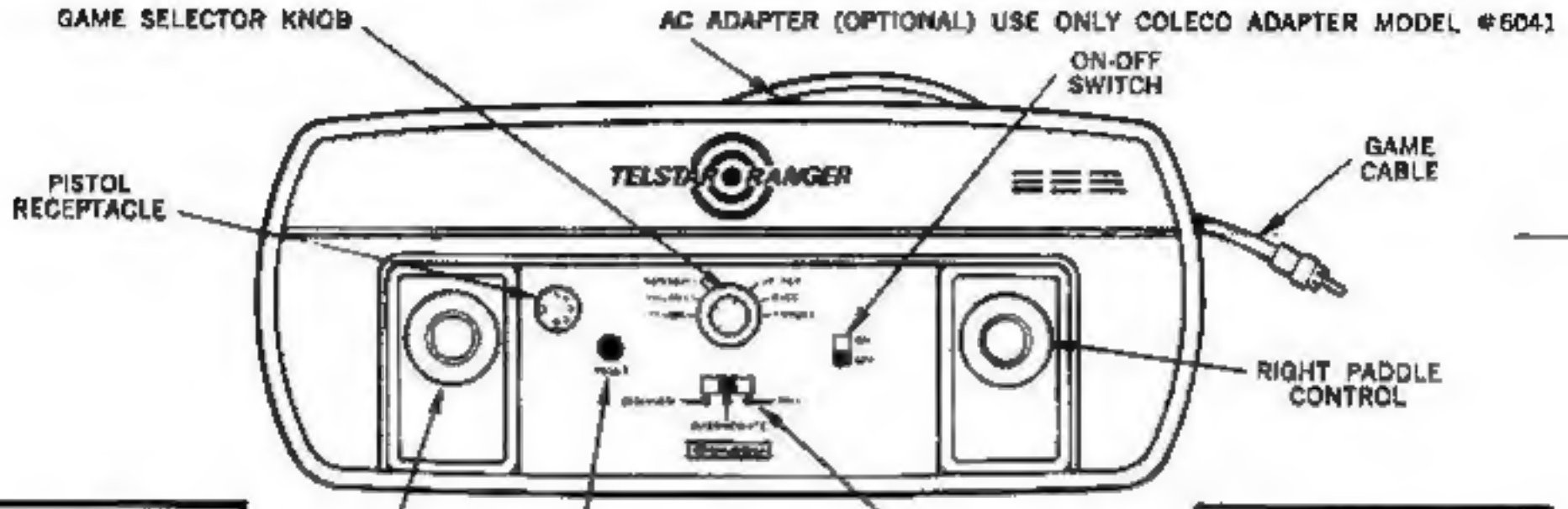
A. Turn game on and tune TV to CHANNEL 3. Telstar game has been pre-set at the factory for use ONLY on CHANNEL 3. Adjust your TV volume to eliminate all TV sound.

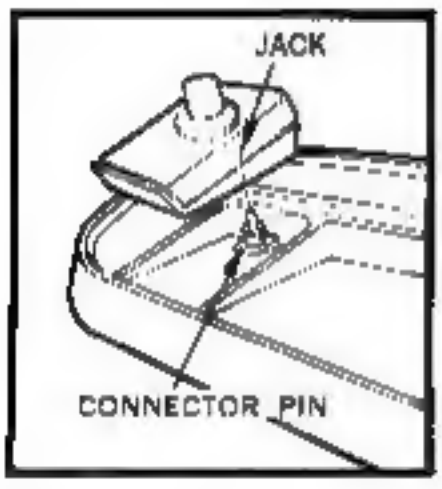
B. Adjustment of TV "FINE TUNE" control for the best picture is required. Adjust to eliminate waving or jumping of picture.

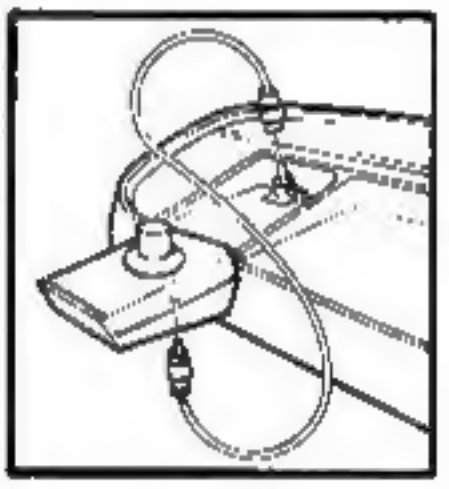
C. Adjust TV "CONTRAST" control for a white picture with grey background.

D. Depending on your TV it may be necessary to adjust TV "HORIZONTAL HOLD" and/or "VERTICAL HOLD" controls.

The type of adjustments required will vary with the make and model of your TV set. Controls will be found on the front, side or rear of your TV set.







FOR CONSOLE PLAY

Line up jack in base of each remote unit with connector pin in wall of console and attach units. Be sure that remote units are firmly seated. Units are interchangeable.

FOR REMOTE PLAY

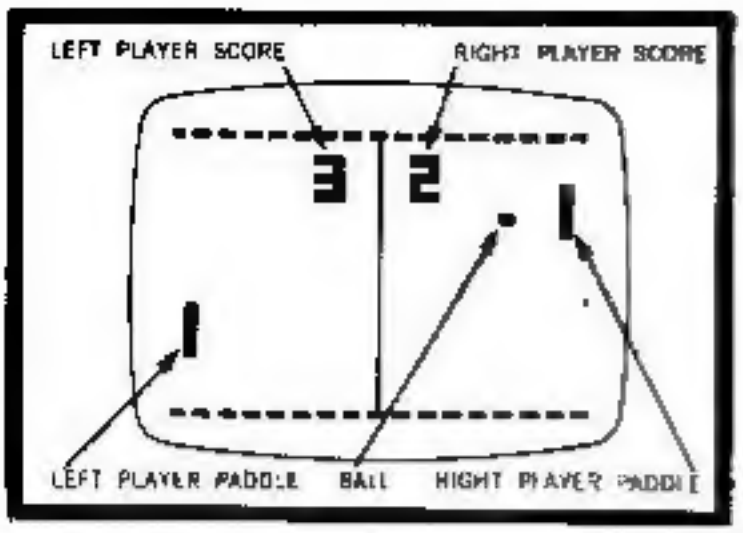
Remove remotes by grasping upper portion and pulling straight up. Attach one end of 6 ft. remote cable to each connector in console. Attach other end of cable to under side of each remote unit. You are now ready for "arm chair" playing. NOTE: To avoid accidental damage remove cables and replace remote units in console when game is off.

TO PLAY THE GAME

NOTE: If your TV has a sunscreen, for best results remove sunscreen when playing TARGET and SKEET games.

1. Turn TELSTAR switch to ON. Select game desired.
2. Set Variable Action Control to **"Beginner"** (the easiest position to play — set for the slowest speed with largest paddle). When you've mastered the game, move the switch to **"Intermediate"** — it gets tougher because the paddle is now smaller. When you've become an expert, try the fastest speed, which is the **"Pro"** position.
3. Push the reset button; that starts a new game. After 15 points have been scored, **the ball continues to move through the paddle, (or target continues to move) but will not score. The game is over.**

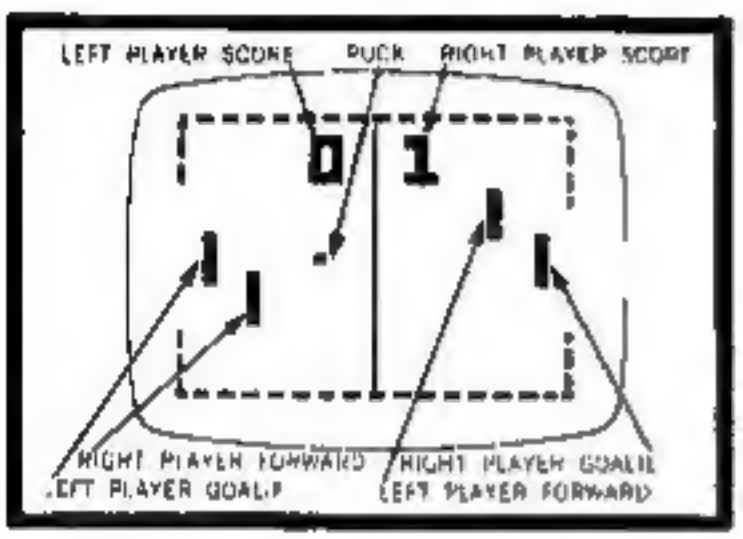
SPECIAL INSTRUCTIONS: Do NOT turn "brightness" and "contrast" levels up to a maximum bright position. Failure to shut off games when not in use or lengthy, uninterrupted usage with "brightness" and "contrast" levels turned up to maximum bright or white could result in a faint game image remaining on the screen when set is turned off. Such a faint image would not cause any impairment to normal TV program viewing. SHUT TELSTAR OFF WHEN NOT IN USE.



Tennis

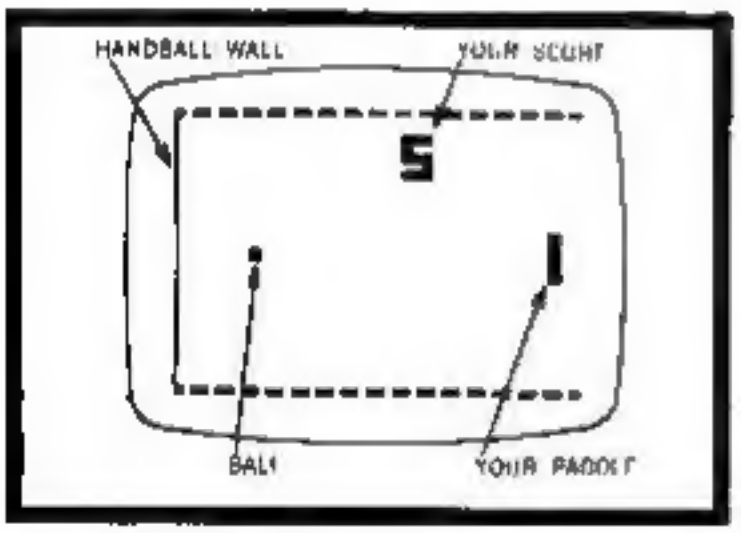
TELSTAR Video Tennis is real electronic table tennis with a bounce sound as the ball hits the paddle and also different sounds when it hits the boundaries or scores. Paddles move up or down. Hit the ball squarely with the center of the paddle, or put "English" on the ball with an edge hit to shoot off at an angle just like in table tennis. The computerized random action of the ball detects a "miss" and automatically scores. The ball will always serve automatically towards the side which has just missed. Game is ended when first score of 15 is reached.

NOTE: At 15, the ball will still bounce, but no further hits or scores can be made. Press the Reset button and try again.



Hockey

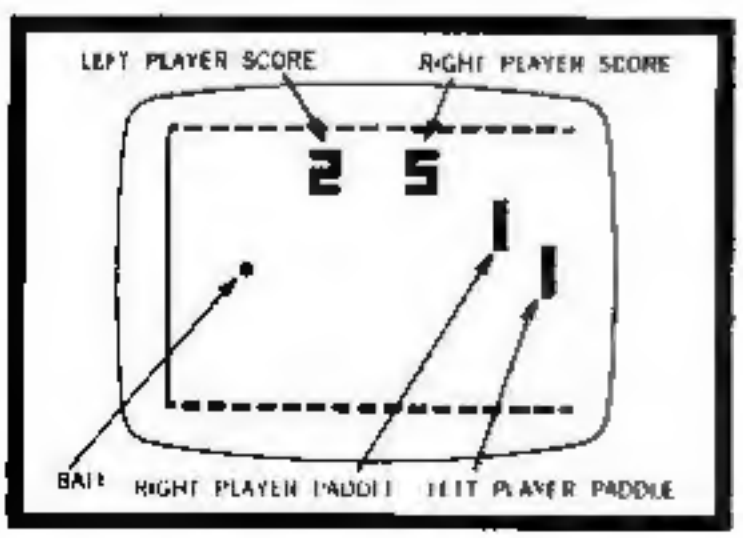
TELSTAR Video Hockey is played like Video Tennis except each player has a goalie and a forward. Both move together; remember that if you're the left player, your forward is in the right half of the field. When game starts, the ball will appear traveling from one goal line towards the other. If your opponent's forward can intercept the ball, he can "shoot" it back towards the goal. If the ball is "saved" by the goalie, or it reflects back from the end boundary, the same forward can intercept the outcoming ball and divert it back towards the goal. A "hit" made by the goalie will go "through" the same team's forward. A score is made by shooting the ball through the goal area. Game is ended when the first score of 15 is reached.



Handball FOR 1 PLAYER

Here is your chance to play against TELSTAR. Handball is a single player, solo game. The right paddle control will be the one to use. It's a great way to practice or play against time. Remember, it's a low score that counts! When 15 points have been scored against you, you've lost! See how long it takes for TELSTAR to score 15 points against you!

NOTE: On some units of this model number, two scores will appear on the screen. The left score counts the number of points which have been made against you. The right score counts the number of consecutive hits you've made during each point.



Jai Alai

TELSTAR Jai Alai is real Jai Alai action and excitement. The court layout and play are similar to Handball except that two players are involved. The object of game is to hit your ball against the backwall with enough angle so that rebound will make it difficult for your opponent to return the ball. Each player's paddle will alternately be able to hit the ball. If the player hits the ball out of turn, the ball will go through the paddle. Jai Alai is most exciting when played at "PRO" speed. The game ends when a score of 15 is reached.

Target and Skeet

1. **Turn "ON-OFF" switch to "OFF" position before connecting cable from pistol to console receptacle.**
2. Connect cable from pistol to receptacle on face of console and select game and speed desired. **BE SURE TO ALIGN CONNECTOR PROPERLY WITH KEY. DO NOT FORCE CONNECTOR IN PISTOL RECEPTACLE.**

   In the TARGET game, the target moves at random and stays on the screen. In the SKEET game, the target enters the screen from the left and goes off the screen at the right. Both the TARGET and SKEET games play in two speeds only, in **BEGINNER** and **PRO.**
3. The number on the screen at the left registers the number of **shots** fired. The number on the right registers the number of **hits.** After you've fired 15 shots, the game is over. Press the reset button and try again!

   NOTE: If score does not appear, then push reset button again.
4. Set the BRIGHTNESS control for normal viewing and set CONTRAST to give a slightly grey background.

   Now you're ready to shoot. Just aim at the moving target and watch your score. Good Luck!

   For best results, follow these suggestions:

   A. **Be sure** that bright sunlight **is not** directed onto the TV screen.

   B. If your TV set is a small one (approximately 12") your firing distance should be no more than 6 to 8 feet away from the TV set. If your TV set is 21" or more, your maximum distance increases to 12 to 15 feet.

   C. DO NOT aim at the scoring numbers that appear at the top of the screen, since this could activate the scoring (that's cheating!).

   D. Once you start turning in good scores and you really want to test your skill, try any or all of the following:

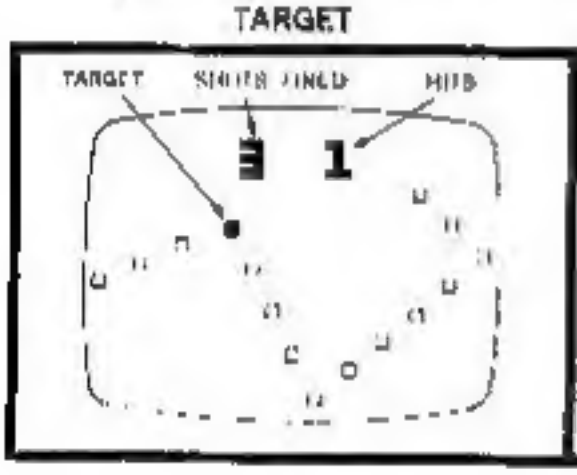
   Increase the speed from **Beginner** to **Pro.**

   Stand a little farther back (see maximum distance prescribed above).

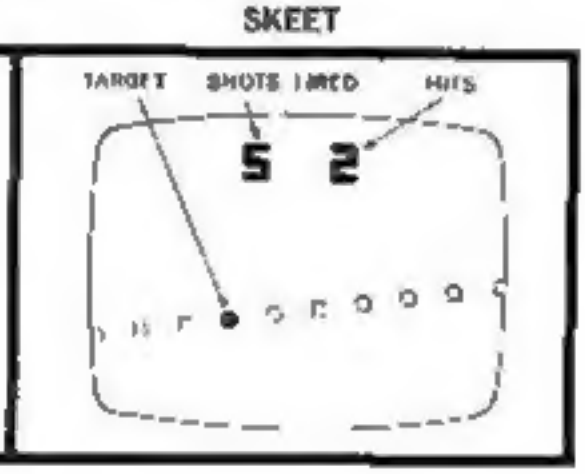
   Turn down the BRIGHTNESS and CONTRAST (the darker the brightness and room lighting, the more difficult it will be to score).

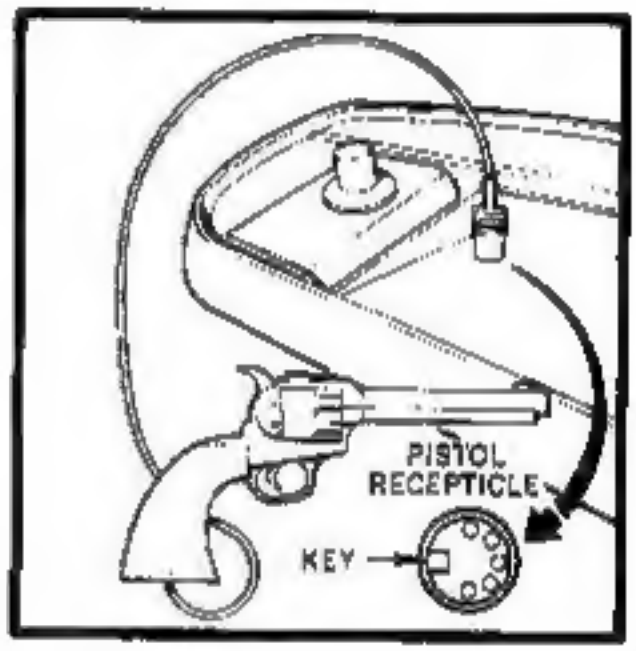
Now test your skill — *good shooting!*

TARGET



SKEET





LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Telstar™ Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Telstar™ Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5 for handling and inspection, and your **name, address, date and place where you purchased it and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your Telstar™ game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it, on receipt of your Telstar™, postage prepaid, with your check in the amount of $15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit, and Coleco shall not be obligated to service any Telstar™ game after 2 years from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Telstar Division
Bldg. #52, 10 Park St.
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

IMPORTANT PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE